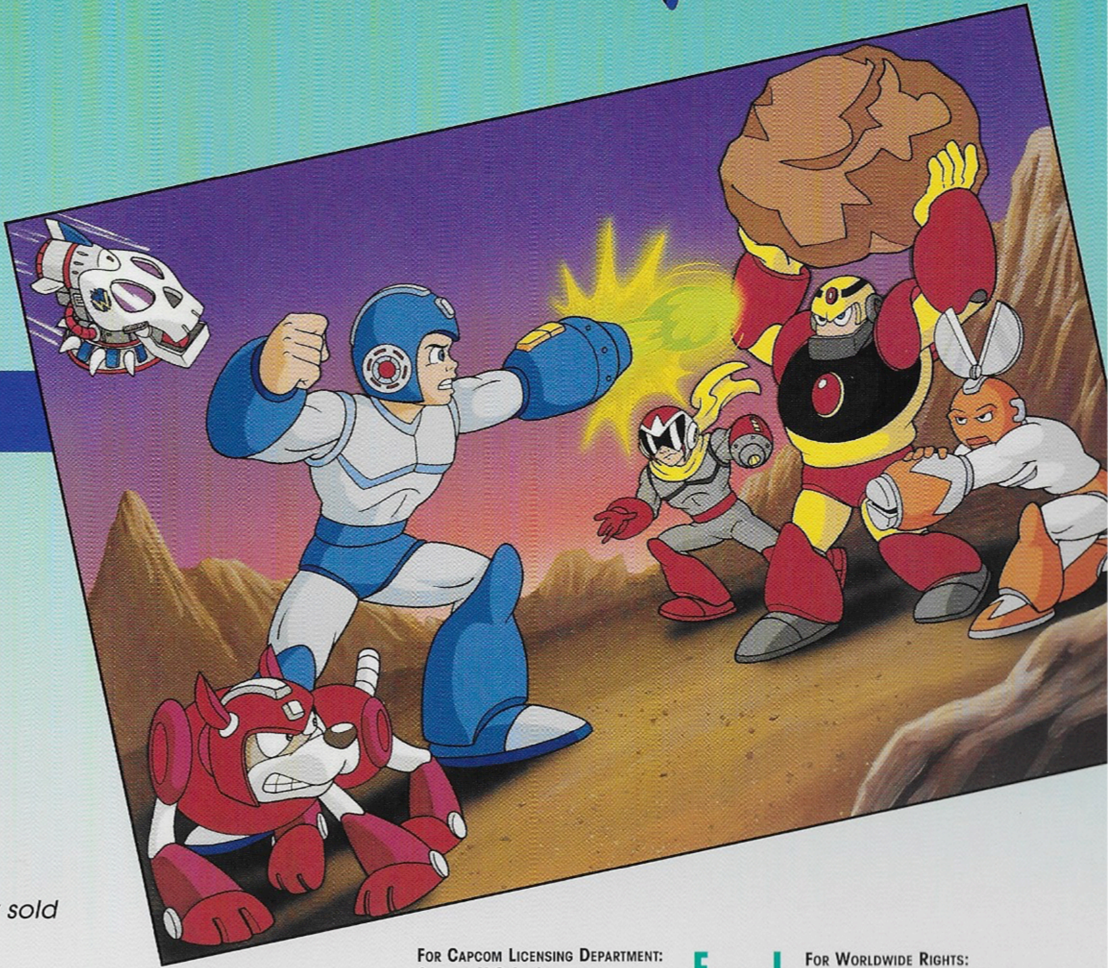
MEGA MAN

Beginning September 1994 one of the longest running series of home video games is coming to your television.

Mega Man may live in the future but his destiny is now!!!



Already Licensed!

- *Bandai for toys*
- *Sony for home video*
- *Springs, Collegeville, Jay Franco & Sons, Winterland, Footec, ERO, Impact, Wormser, Street Players, Mz Berger, Spectra Star and OSP Publishing*

The Animated Series!

- *13 half hours of animation*
- *Produced by Ruby/Spears*
- *Syndicated by Summit Media*
- *Advertising sales by Rysher/TPE*

Television Support!

- *Clearances over 80%*
- *29 out of the top 30 markets cleared*
- *National Advertising sold out*

The Brand!

- *Over 3 million home video cartridges already sold including the new SNES Mega Man X.*
- *Mega Man Soccer for SNES released April '94*
- *Mega Man's highly anticipated introduction of the Sega Genesis system arriving soon.*

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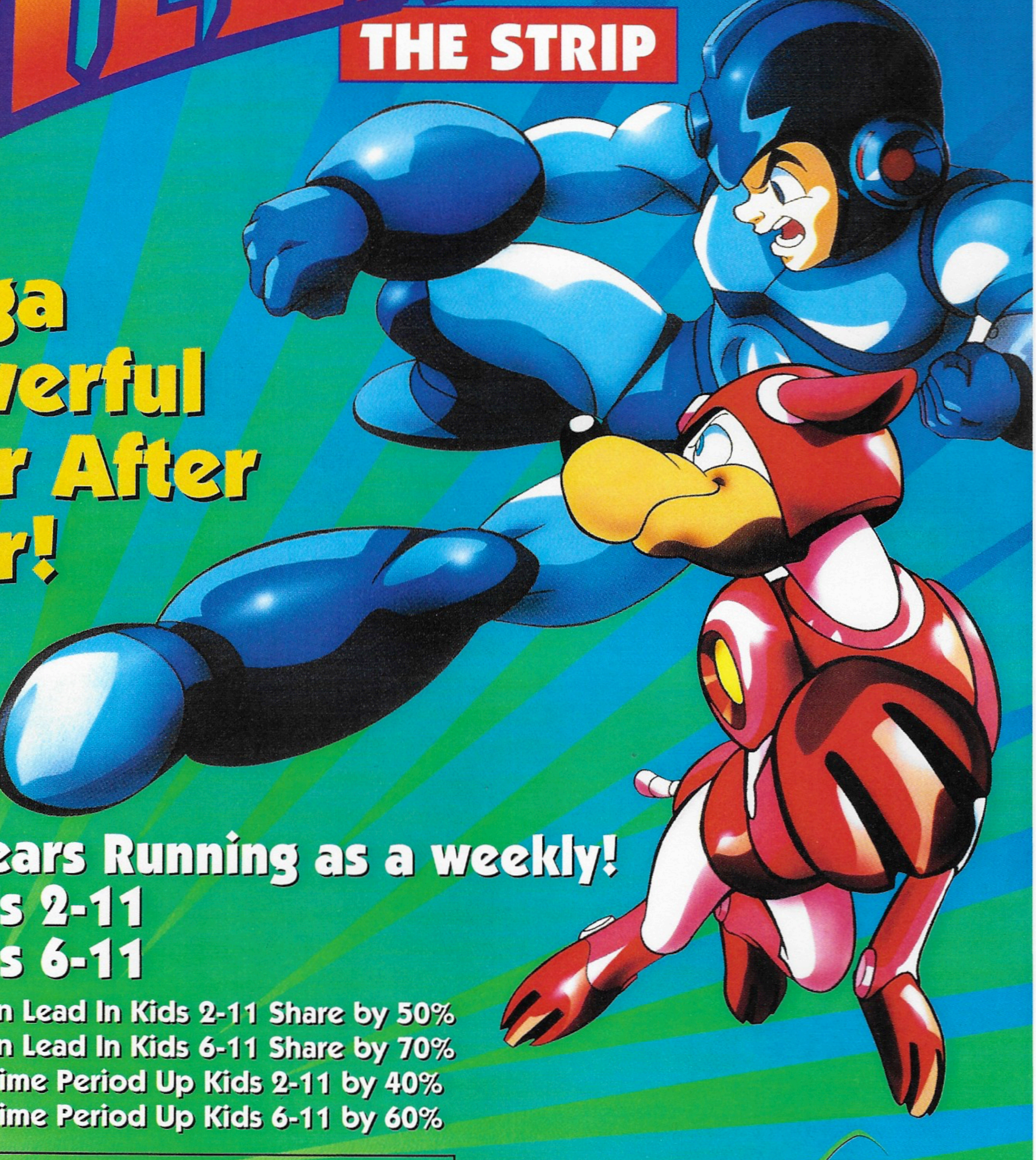
MEGA MAN™

THE STRIP



Mega Powerful Year After Year!

Two Years Running as a weekly!
#1 Kids 2-11
#1 Kids 6-11

Improves on Lead In Kids 2-11 Share by 50%
Improves on Lead In Kids 6-11 Share by 70%
'94 to '95 Time Period Up Kids 2-11 by 40%
'94 to '95 Time Period Up Kids 6-11 by 60%

Term = 9/96-9/97; 52 Weeks
Window = Mon-Fri 7A to 8:30 A or 3P to 6P
Length = Half Hours
Barter Split + 3 Min Local/3 Min National

Source Nielson NSI
Nov '94 to Nov. "95- Syndicated Kids Weeklies. Excludes Timon & Pumbaa Disney Afternoon

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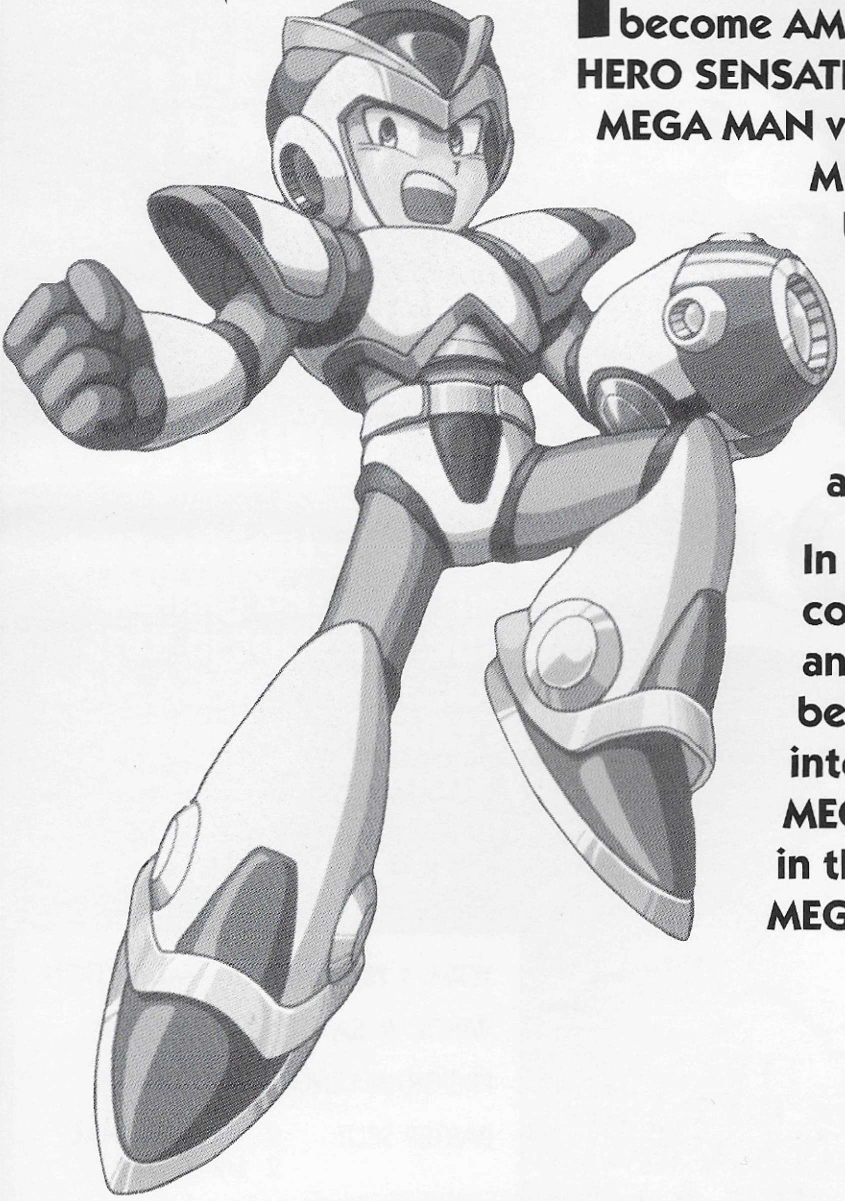
The Summit Media Group Inc.
A 4Kids Entertainment Company
1414 Avenue of the Americas
New York, NY 10019
(212) 754-4900 Fax (212) 754-5480

MEGA MAN



It is no surprise that MEGA MAN has become AMERICA'S NEWEST TV SUPER HERO SENSATION. With over 6 million MEGA MAN video cartridges in circulation MEGA MAN was a hit even before it began as a TV series. Consistently in the Top 10 of all new video game releases since 1990. MEGA MAN has a built-in audience for your station.

In fact, MEGA MAN consistently betters its lead in and lead out, leading us to believe kids are just tuning into your station at the time MEGA MAN runs. So if you are in the game for ratings, let MEGA MAN build them for you.

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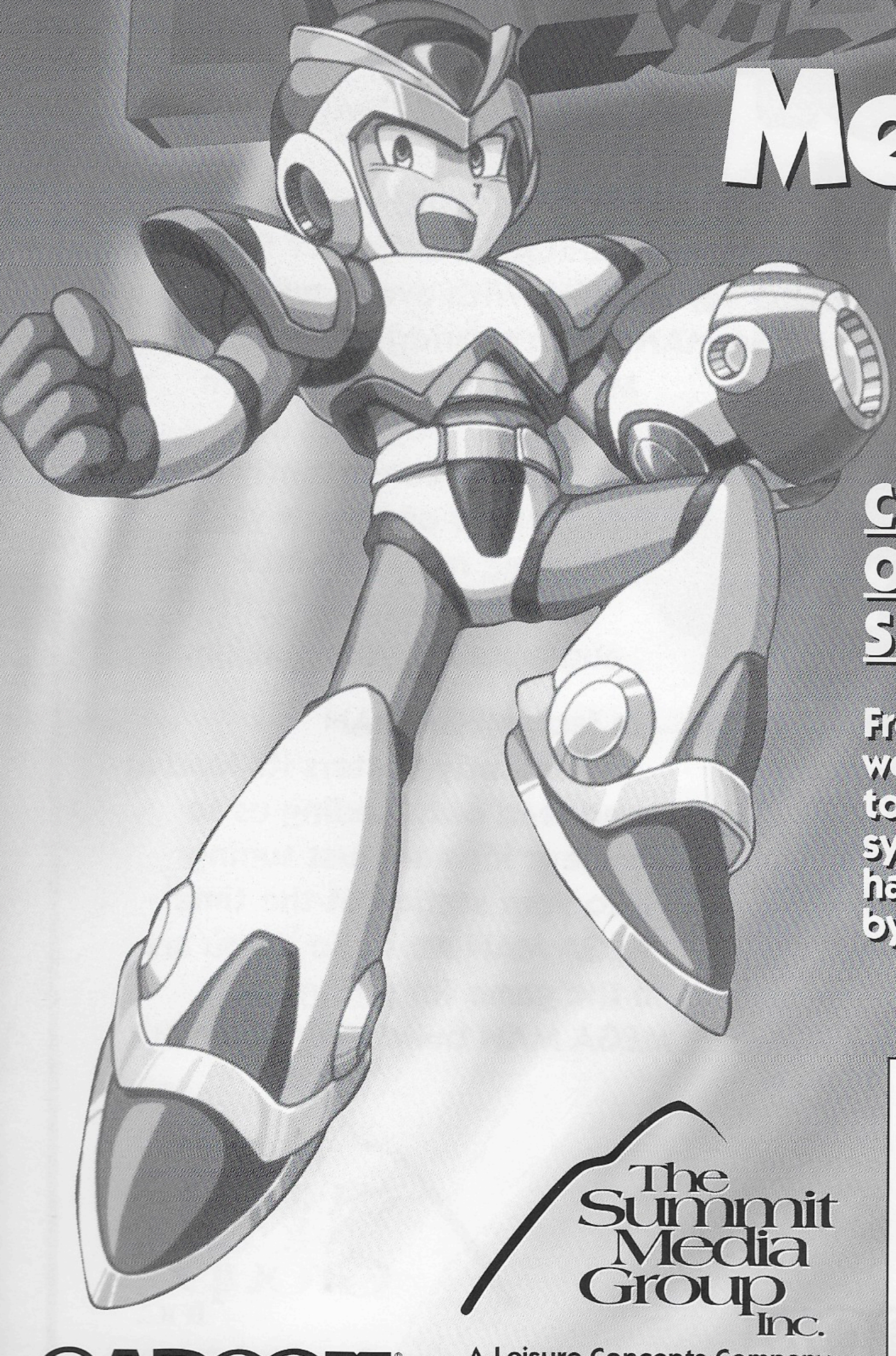
MEGA MAN



Mega Hit

#1 BOYS 2-11
#1 BOYS 6-11
#1 CHILDREN 2-11

CONSISTANTLY ON TOP SEPT. THRU DEC.'94

From the action packed world of video games, to the top spot in kids syndication,* MEGA MAN has taken the country by storm!

13 NEW EPISODES!

TERM: **1 YEAR W / RENEWAL OPTION**

WINDOW: **SAT/SUN 8-12 NOON***

PROGRAM LENGTH: **30 MINUTES**

BARTER SPLIT: **2 1/2 NATIONAL**
2 1/2 LOCAL

FREQUENCY: **WEEKLY**

ADVERTISER SUPPORTED

* 7-NOON CENTRAL/MOUNTAIN

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CAPCOM®

...the leader in
electronic home
entertainment
takes great pride
in announcing its
1995/1996 slate
of animated
television projects...

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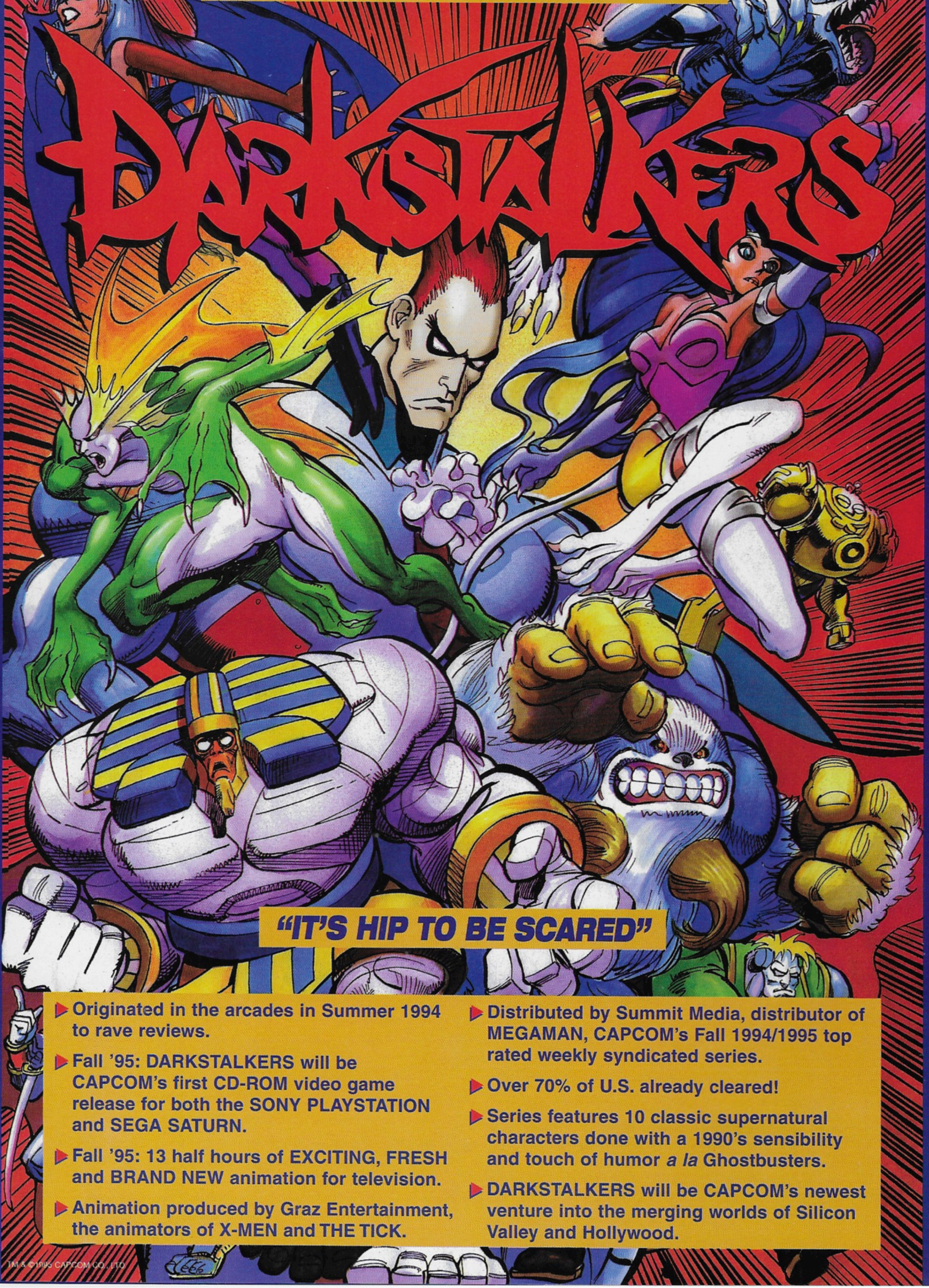
BRAND NEW SERIES FOR FALL '95!



"IT'S HIP TO BE SCARED"

- Originated in the arcades in Summer 1994 to rave reviews.
- Fall '95: DARKSTALKERS will be CAPCOM's first CD-ROM video game release for both the SONY PLAYSTATION and SEGA SATURN.
- Fall '95: 13 half hours of EXCITING, FRESH and BRAND NEW animation for television.
- Animation produced by Graz Entertainment, the animators of X-MEN and THE TICK.
- Distributed by Summit Media, distributor of MEGAMAN, CAPCOM's Fall 1994/1995 top rated weekly syndicated series.
- Over 70% of U.S. already cleared!
- Series features 10 classic supernatural characters done with a 1990's sensibility and touch of humor *a la* Ghostbusters.
- DARKSTALKERS will be CAPCOM's newest venture into the merging worlds of Silicon Valley and Hollywood.

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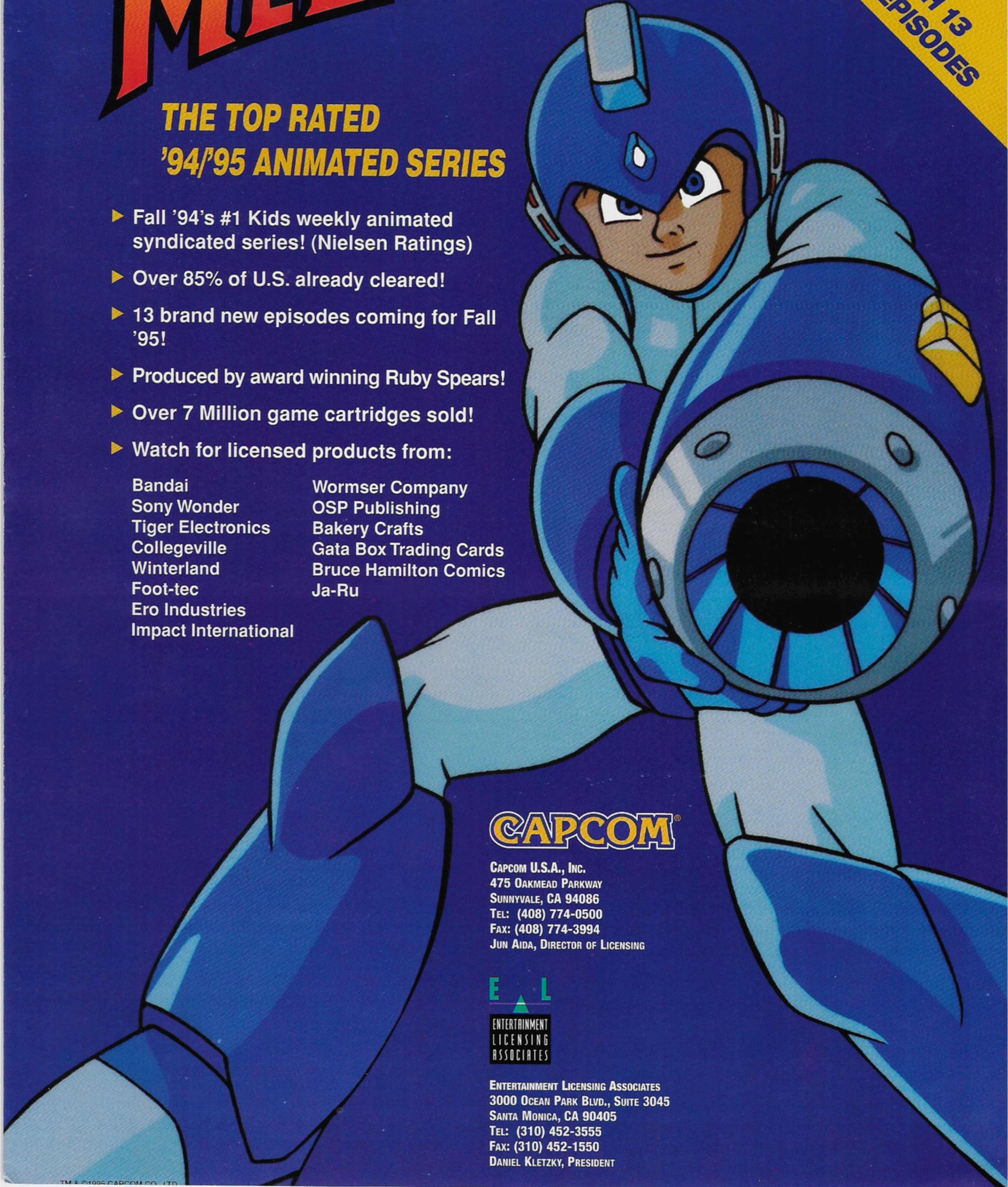
MEGA MAN

RENEWED FOR '95 WITH 13 BRAND NEW EPISODES



THE TOP RATED '94/'95 ANIMATED SERIES

- Fall '94's #1 Kids weekly animated syndicated series! (Nielsen Ratings)
- Over 85% of U.S. already cleared!
- 13 brand new episodes coming for Fall '95!
- Produced by award winning Ruby Spears!
- Over 7 Million game cartridges sold!
- Watch for licensed products from:

Bandai
Sony Wonder
Tiger Electronics
Collegeville
Winterland
Foot-tec
Ero Industries
Impact International
Wormser Company
OSP Publishing
Bakery Crafts
Gata Box Trading Cards
Bruce Hamilton Comics
Ja-Ru

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Jun Aida, Director of Licensing

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Daniel Kletzky, President

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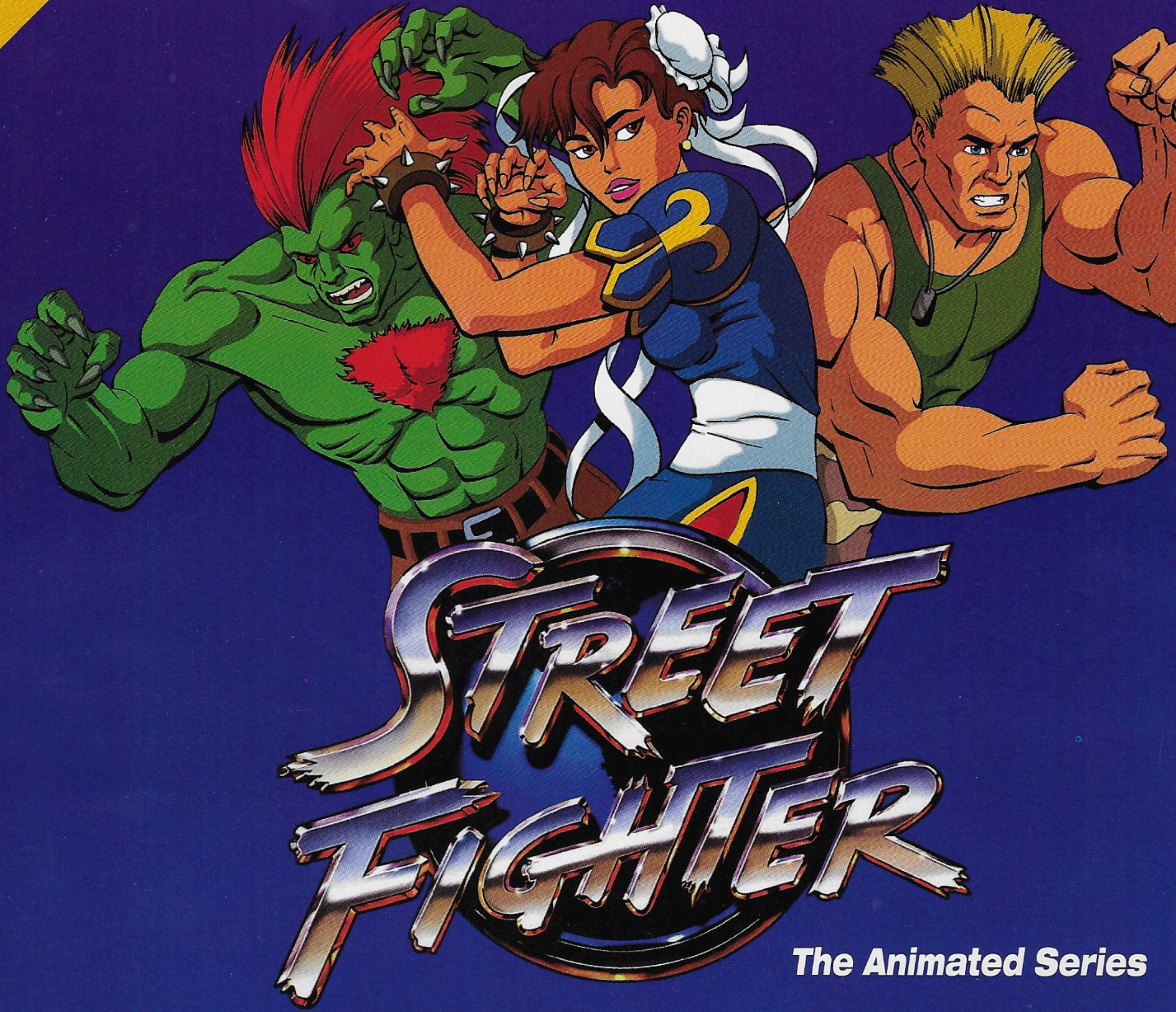
BRAND NEW SERIES FOR FALL '95!

THE WORLD'S MOST POPULAR VIDEO GAME IS COMING TO A NEW ARENA IN FALL '95!



The Animated Series

13 NEW EPISODES PRODUCED BY GRAZ ENTERTAINMENT

GRAZ ENTERTAINMENT INC.

COMING TO: USA® NETWORK

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FOR IMMEDIATE RELEASE

CAPCOM'S NEWEST ANIMATED ADVENTURE *DARKSTALKERS*; ELA TO HANDLE LICENSING

Santa Monica, Calif. (October 16, 1995) -- Millions of kids across the nation will soon discover that the dark holds more terror than they imagined. Capcom and Graz Entertainment, one of Hollywood's hottest names in cutting-edge animation, join together to bring the adventure, comedy, and horror of DARKSTALKERS to life in a brand new syndicated weekly TV series. The program, based on Capcom's popular video arcade game and forthcoming home entertainment software versions, will debut in syndication nationwide this Fall. Daniel S. Kletzky, president of Entertainment Licensing Associates, will serve as Executive Producer on the series.

"With an enormous built-in audience of young arcade players across the nation and a colorful range of unusual characters who lend themselves so well to animated television, we're confident that DARKSTALKERS will be a big hit with kids everywhere," states Jun Aida, Capcom's Director of Licensing.

The series will follow the wild adventures of Bobby Bridges, an average kid next door who just happens to have wizardly powers, as he befriends as eerie entourage of fanged and furry characters with supernatural superpowers. Together they transform Bobby into the Earth's champion to defend the world against a pending alien invasion. Their travels take them to exotic places around the world and throughout the universe.

In the thick of the action is the leather-clad Lord Raptor, a rock 'n' rollin' zombie; Felicia -- who can transform herself into a feisty-but-friendly were-cat; Rikuo, a South American merman; Sasquatch, a modern day Bigfoot; Dimitri Maximov, the mysterious vampire; Jon Talbain, a shaggy werewolf from London; Morrigan, the Scottish succubus renegade; and an array of other colorful fiends.

The debut of DARKSTALKERS on TV will coincide with the release of several new related game titles. The original title, DARKSTALKERS, will be available for the Sony PlayStation in November, while the sequel, NIGHT WARRIORS: DARKSTALKERS' REVENGE, lands on the Sega Saturn in early '96.

Capcom Entertainment, Inc., a wholly-owned subsidiary of Capcom Co., Ltd., is a leading force in the multi-billion dollar interactive entertainment industry. The company develops, markets and distributes computer entertainment for personal computers and home video games for the Super Nintendo, Sega Saturn, and Sony PlayStation. Capcom Entertainment, Inc. is based in Sunnyvale, Calif.

For worldwide rights inquiries including television, home video and merchandising please contact Daniel S. Kletzky, President of Entertainment Licensing Associates, at (310) 452-3555.

Capcom and Darkstalkers are registered trademarks of Capcom Co., Ltd. All other names are trademarks of their respective holders.

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MEGA MAN TO AIR DAILY FOR FALL '96

Attn: MEGA MAN Licensees
Potential Licensees
Licensee Agents
Retailers

From: Daniel Kletzky

Date: January 17, 1996

- **MEGA MAN** SCORES AS AMERICA'S TOP RATED SYNDICATED WEEKLY PROGRAM IN **ALL** KEY KID DEMOS IN THE **NOVEMBER '95 SWEEPS**.
- BANDAI'S TOYS **SOLD OUT** CHRISTMAS '95!!! SEE THEIR NEW LINE AT TOY FAIR IN FEBRUARY.
- **MEGA MAN RATED #1** IN ITS TIME PERIOD IN MOST MAJOR MARKETS INCLUDING NEW YORK, LOS ANGELES, PHILADELPHIA, DALLAS, DETROIT, HOUSTON AND MINNEAPOLIS.
- **MEGA MAN** CONSISTENTLY DELIVERS HIGHER SHARES OF KIDS DEMOS THAN EITHER ITS LEAD-IN OR LEAD-OUT PROGRAM.
- **MEGA MAN VIDEO GAMES** CONTINUE IN THE **TOP 10** OF ALL HOME VIDEO GAME SALES.

November 1995 NSI - Average Weighted DMA Ratings

Kids Weeklies	**K6-11**		**K2-11**		**K2-5**	
	Rating	Rank	Rating	Rank	Rating	Rank
MEGA MAN	**4.2**	**1**	**3.5**	**1**	**2.4**	**4**
Baby Huey	2.8	4	3.1	2	3.5	1
Amazing Adventures	3.5	2	3.0	3	2.5	2
Marvel Action:FF	3.0	3	2.8	4	2.5	3
GI Joe Extreme	2.5	6	2.5	5	2.4	5

For information contact either Daniel Kletzky or Marc Mostman at ELA.

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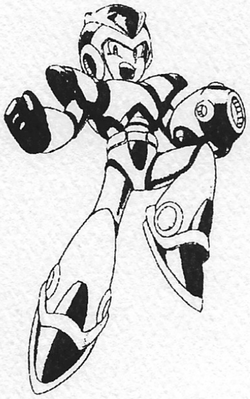

MEGA MAN

the animated series -- renewed for year 2 -- Fall 1995

- Based on the long running series of home video game cartridges, MEGA MAN has emerged as the highest rated new animated weekly syndicated kids series for the 94/95 season.

- Series renewed for Fall 1995. 13 BRAND NEW episodes in production. Total episodes 26.

- The series is produced by award winning Ruby/Spears Animation.

- MEGA MAN is owned by Capcom, one of the world's largest manufacturers of home video game software.

- Bandai's (Power Rangers) MEGA MAN toys are currently in the marketplace supported by a major television campaign. Sell through is very strong.

- Sony Wonder, the licensee for home video rights to the series, began shipping product February '95.

- 20 other companies already licensed to produce a wide range of merchandise including apparel, back-to-school, footwear, etc.

- Capcom began shipping a new MEGA MAN cartridge...MEGA MAN X2...March 1995 to great retail reaction. This is Capcom's 10th Mega Man game. Additional MEGA MAN games are planned for the future. Including a run on the Sega Channel.

THE Hollywood REPORTER
a BPi publication
63rd year
Thursday, January 20, 1994
$1.00 (California) $1.50 (Elsewhere)

Syndication

Mega Man flies to ani series

One of the biggest names in the video game business, Capcom Co. Ltd., has announced plans to finance and produce an animated TV series based on its original video game character Mega Man.

The series, set for a syndication debut in the fall, marks Capcom's entry into animated children's programming.

The announcement this week coincides with the release of Mega Man X for the Super Nintendo Entertainment System.

Capcom's entry into the syndication business marks its latest expansion move, according to senior vp Joseph Morici. It has already established footholds in other areas of the entertainment field, including a live-action feature based on its "Street Fighter II" video game.

Capcom has commissioned animation producer Ruby-Spears to create and produce the series along with Daniel Kletzky, president of Entertainment Licensing Associates, who will serve as associate producer. □

The
Summit
Media
Group
Inc.

1994-95 KIDS WEEKLY SYNDICATION NOVEMBER SWEEPS '94

	K2-11	K6-11	B2-11	B6-11
MEGA MAN	**2.9**	**2.9**	**4.0**	**4.3**
Baby Huey	2.8	2.9	3.3	3.7
Marvel Action Hour	2.4	2.4	3.2	3.5
Mutant League	2.4	2.5	2.9	3.3
Ducktales	2.2	2.5	2.9	3.6
Amazin Adventures	2.2	2.2	2.4	2.7
Chip 'n Dale	2.0	2.2	2.6	2.9
Battle Tech	1.8	1.9	2.2	2.6
Creepy Crawlers	1.8	2.0	2.2	2.7
Phantom 2040	1.7	1.6	1.9	2.1
Monster Force	1.6	1.8	2.1	2.6
Bill Nye	1.6	1.6	1.5	1.8
Gladiators 2000	1.5	1.9	1.8	2.1
Fun Hanna Barbera 2	1.4	1.4	1.7	1.8
Adventures in Wonderland	1.4	1.4	1.1	1.2
Madisons Adventures	1.0	0.9	0.9	0.6
Fun Hanna Barbera 1	0.8	0.8	0.6	0.6
Nick News	0.7	0.6	0.7	0.6
News for Kids	0.4	0.4	0.4	0.4

10/31 - 11/27 November Sweeps '94
Captain Planet eliminated due to cable runs
*Source: Nielsen NSS GAA Ratings 10/31 - 11/27 '94 (Pure Syndication Only)

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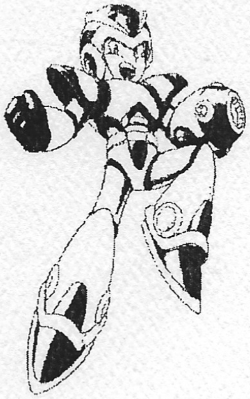

MEGA MAN - ANIMATED SERIES and Home Video Games
UNITED STATES LICENSEE LIST

Licensee Company	Product Category
Bandai America	Figures, Vehicles and Playsets
Sony Music Entertainment	Home Video of Animated Series
Winterland	Upper Body Garments, Boxers
OSP Publishing Inc.	Posters, Buttons, Keychains
Collegeville/Imagineering L.P.	Halloween Costumes, Masks, Make-up kits
Footec Industries	Footwear
Springs Industries	Home Furnishings
Street Players	Bendable Key Rings, Vinyl Banks, Candy Toppers, Candy Dispensers, Battery Operated Tooth Brushes
Ero Industries (Impact)	Sleeping Bags, Slumber Bags, Backpacks
Wormser Company	Pajamas and Sleepwear
Bakery Crafts	Cake, Cooking Crafts
Gata Box	Trading Cards
Ja-Ru	Rack Toys

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FOR IMMEDIATE RELEASE

CAPCOM ANNOUNCES ITS NEWEST VIDEO GAME BASED ANIMATED VENTURE: DARKSTALKERS

Santa Monica, CA., (April, 1995) -- Capcom USA, Inc., the owner and marketer of such well known video game based entertainment properties as MEGA MAN and STREET FIGHTER has announced its next television project, DARKSTALKERS the animated series. Entertainment Licensing Associates will act as Capcom's licensing agency. ELA will also serve as a producer on the series.

The DARKSTALKERS series is Capcom's latest venture into the merging worlds of Silicon Valley and Hollywood. DARKSTALKERS is Capcom's first CD-ROM based home video game release. The series and the CD-ROM versions are based on the series of DARKSTALKERS arcade games. The CD-ROM versions of DARKSTALKERS and its sequel will be released in Fall '95 on the new Sony Playstation and Sega Saturn hardware systems, respectively.

The animated series will also premiere Fall 1995 with 13 half hours. The animation will be produced by Graz Entertainment, the animators behind hits such as X-MEN and THE TICK. The series will be distributed by Summit Media, the distributor of Capcom's MEGA MAN hit series.

For more information please contact Dan Kletzky at ELA.

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FOR IMMEDIATE RELEASE

MEGA MAN TELEVISION SERIES RENEWED FOR SECOND YEAR

Santa Monica, Calif. (October 9, 1995) -- Capcom Entertainment, a leader in interactive entertainment, and Ruby-Spears Productions, one of Hollywood's top producer's of childrens' animation, will be continuing the animated adventures of MEGA MAN, the number one weekly syndicated TV series of last year. The program is based on Capcom's blockbuster line of MEGA MAN games, which includes well over twenty hit titles to date. The MEGA MAN animated series, airing in 95 markets nationwide and reaching over 90 percent of the country, will continue to capture the same level of fun and familiarity found in the game series. The series will bring MEGA MAN's best loved allies to life again, including RUSH, ROLL and DR.LIGHT, who'll star in a whole new series of adventures.

"Back on television by popular demand, MEGA MAN's appeal keeps growing," notes Jun Aida, Capcom's Director of Licensing. "His success in an animated series proves that video game characters, with their strong base of familiarity and tremendous following, provide excellent source material for kid-targeted television and film ventures. Hollywood's interest in them is soaring, and given Capcom's strong relationships with top talent in the entertainment business, we'll keep bringing our characters to life in a host of related projects."

Now a multi-million dollar licensed video game property, MEGA MAN is featured in a variety of new product lines, including an action toy line from Bandai America and in the home video market with original episodes of the MEGA MAN TV series marketed and distributed by Sony Wonder. An additional 20 licensees will produce character-based merchandise throughout the year.

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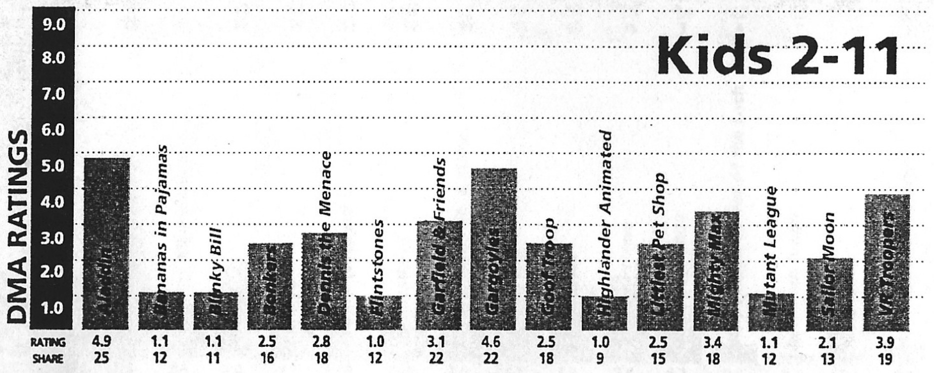
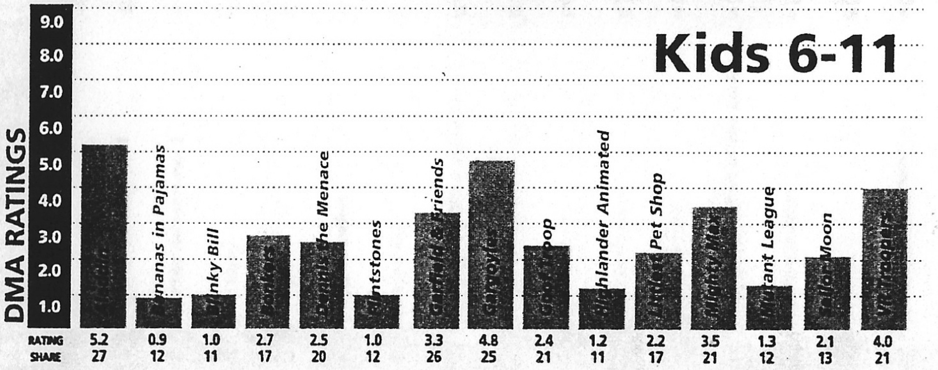
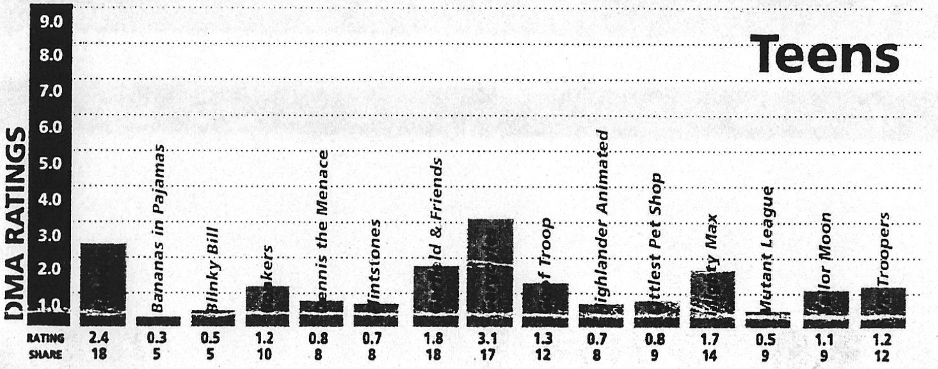
Demographic Ranking: Kids' Shows

Programs Ranked by DMA Rating

KIDS STRIPS







Today's kids marketplace is more and more dependent on "network" sources for programming. Fox, WB, and UPN all deliver kids blocks that have taken valuable time periods which previously went to syndicators. Because of this, the ratings for most syndicated kids shows are off somewhat from previous seasons. This analysis. however, only addresses the syndicated kids marketplace, which remains a strong viable source of shows.

Kids Strips

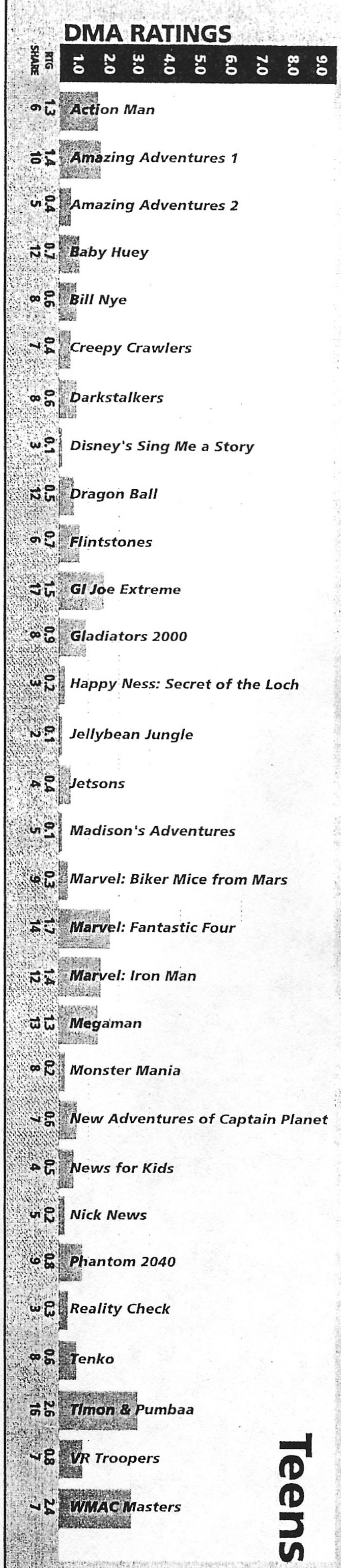
The Disney afternoon remains among the strongest blocks in kids syndication. After a season with only the top program, Disney once again takes the top 2 spots with Aladdin and Gargoyles. In fact, all 4 programs in this block rank among the top strips available. Other stand-outs in this market are Saban's VR Troopers, which is #3 overall and the highest rated non-Disney program available. Rounding out the top 5 are Bohbot's Mighty Max and Program Exchange's Garfield. The bottom 6 programs are all new this season to syndication. Littlest Pet Shop and Sailor Moon both deliver average kids ratings above 2, respectable numbers when you consider the problems of getting strong time periods across the country. The remaining new strips all have averaged about 1 kids ratings.

Kids Weeklies

Of the 29 weeklies available in syndication, only 10 programs actually average above a 2 kids rating The top rated once per week kids program is not a traditional program for the genre. Timon & Pumbaa is a part of the Disney afternoon block, and its high delivery is the result of it airing on weekdays in strong early fringe time periods. The remaining programs in this genre air most frequently on weekend mornings, a completely different environment. While the specific order of the programs changes slightly depending on whether you look at older or younger kids, the top 10 programs remains virtually unchanged for either k2-5 or k6-11. Summit's Megaman is the top rated kids weekly in syndication. The program premiered last season, ranked highly, and remains very strong. Megaman's real strength is with older kids. Among K6-11, Megaman delivers a 4.2 rating, 20% higher than the next highest program. The next ranked program, Amazing Adventures 1 is a 2 hour block from Bohbot, consisting of 4 separate shows under an umbrella title. The overall strength of the entire block is extraordinary. The next ranking programs are supplied by a variety of different syndicators, each of which has cleared at least one program in enough good time periods to generate high overall ratings. Returning show, Fantastic 4, part of the Marvel block continues to perform well. New shows GI Joe Extreme and Action Man did well also, averaging kids ratings above 2. Perennial favorite Flintstones/Jetsons Hour remains a top ranked program. With teens, the program rankings change. Summit once again strikes gold in this demo. WMAC Masters, a new martial arts contest, similar in style to wrestling, is the highest rated program of the entire kids genre. It averages a 2.4 teens rating, the only program to deliver a rating this high. The #2 program, Fantastic 4 delivered a 1.7, 41% lower than WMAC Masters. Many of the other action oriented animated programs that are highly ranked with kids also rank high with teens. Therefore, Baby Huey and Flintstones/Jetsons, fall off in rating with the older viewers. Many of the weekly programs have some clearances which perform well, while other markets are simply in less desirable time periods, which are not capable of delivering big numbers with kids. In the past, more of these syndicated weeklies could deliver higher ratings. The addition of UPN and WB into the weekend kids marketplace has had an immediate and dramatic effect on many shows. ●

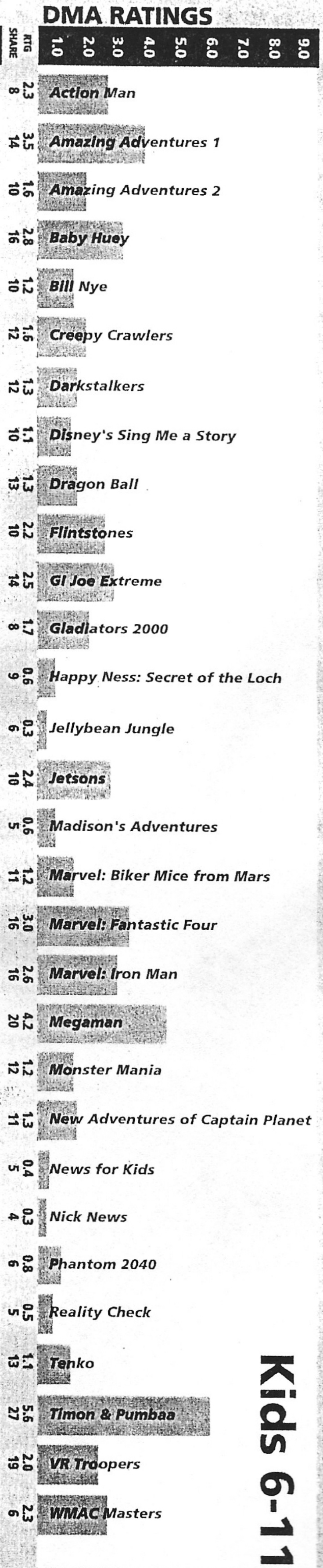
KIDS WEEKLIES

DEMOGRAPHIC RANKING



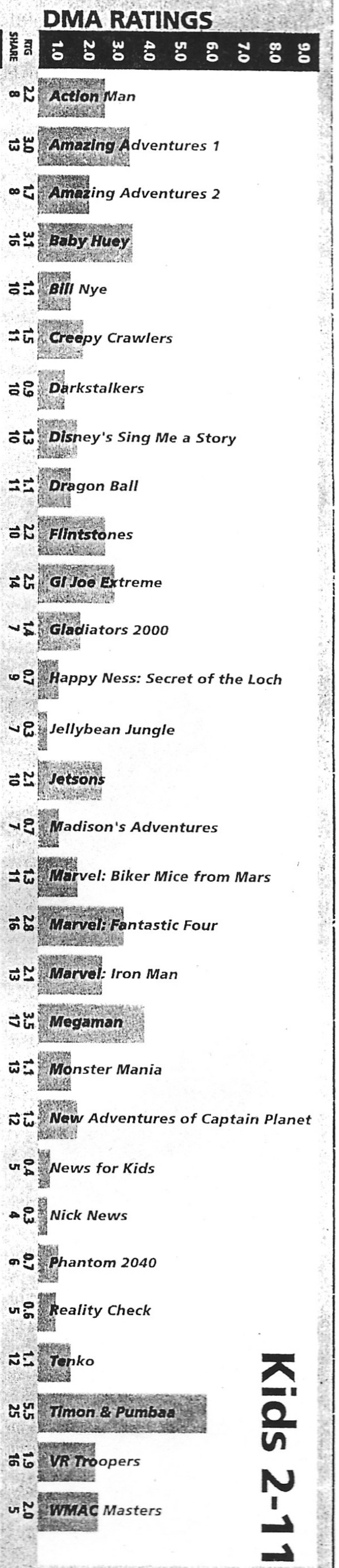
Teens

Program	RTG	SHARE
Action Man	1.3	6
Amazing Adventures 1	1.4	10
Amazing Adventures 2	0.4	5
Baby Huey	0.7	12
Bill Nye	0.6	8
Creepy Crawlers	0.4	7
Darkstalkers	0.6	8
Disney's Sing Me a Story	0.1	3
Dragon Ball	0.5	12
Flintstones	0.7	6
GI Joe Extreme	1.5	17
Gladiators 2000	0.9	8
Happy Ness: Secret of the Loch	0.2	3
Jellybean Jungle	0.1	2
Jetsons	0.4	4
Madison's Adventures	0.1	5
Marvel: Biker Mice from Mars	0.3	9
Marvel: Fantastic Four	1.7	14
Marvel: Iron Man	1.4	12
Megaman	1.3	13
Monster Mania	0.2	8
New Adventures of Captain Planet	0.6	7
News for Kids	0.5	4
Nick News	0.2	5
Phantom 2040	0.8	9
Reality Check	0.3	3
Tenko	0.6	8
Timon & Pumbaa	2.6	16
VR Troopers	0.8	7
WMAC Masters	2.4	7



Kids 6-11

Program	RTG	SHARE
Action Man	2.3	8
Amazing Adventures 1	3.5	14
Amazing Adventures 2	1.6	10
Baby Huey	2.8	16
Bill Nye	1.2	10
Creepy Crawlers	1.6	12
Darkstalkers	1.3	12
Disney's Sing Me a Story	1.1	10
Dragon Ball	1.3	13
Flintstones	2.2	10
GI Joe Extreme	2.5	14
Gladiators 2000	1.7	8
Happy Ness: Secret of the Loch	0.6	9
Jellybean Jungle	0.3	6
Jetsons	2.4	10
Madison's Adventures	0.6	5
Marvel: Biker Mice from Mars	1.2	11
Marvel: Fantastic Four	3.0	16
Marvel: Iron Man	2.6	16
Megaman	4.2	20
Monster Mania	1.2	12
New Adventures of Captain Planet	1.3	11
News for Kids	0.4	5
Nick News	0.3	4
Phantom 2040	0.8	6
Reality Check	0.5	5
Tenko	1.1	13
Timon & Pumbaa	5.6	27
VR Troopers	2.0	19
WMAC Masters	2.3	6



Kids 2-11

Program	RTG	SHARE
Action Man	2.2	8
Amazing Adventures 1	3.0	13
Amazing Adventures 2	1.7	8
Baby Huey	3.1	16
Bill Nye	1.1	10
Creepy Crawlers	1.5	11
Darkstalkers	0.9	10
Disney's Sing Me a Story	1.3	10
Dragon Ball	1.1	11
Flintstones	2.2	10
GI Joe Extreme	2.5	14
Gladiators 2000	1.4	7
Happy Ness: Secret of the Loch	0.7	9
Jellybean Jungle	0.3	7
Jetsons	2.1	10
Madison's Adventures	0.7	7
Marvel: Biker Mice from Mars	1.3	11
Marvel: Fantastic Four	2.8	16
Marvel: Iron Man	2.1	13
Megaman	3.5	17
Monster Mania	1.1	13
New Adventures of Captain Planet	1.3	12
News for Kids	0.4	5
Nick News	0.3	4
Phantom 2040	0.7	6
Reality Check	0.6	5
Tenko	1.1	12
Timon & Pumbaa	5.5	25
VR Troopers	1.9	16
WMAC Masters	2.0	5

MEGA MAN SLATED FOR FALL TV SERIES AS ELA'S LICENSING PLAN EXPANDS

Capcom USA's popular video game property, Mega Man, will be finding itself on network television this fall in an animated series. Summit Media, syndicator of the series, reports that Mega Man has already cleared 65 percent of the country including 20 of the top 20 markets and 29 of the top 30 markets.

Dan Kletzky, president of Entertainment Licensing Associates, licensing agent for Capcom, and associate producer of the series, says, "Our success is the direct result of the strong team Capcom has put together including Ruby-Spears and Summit Media." Kletzky says it took only six weeks for the series to be taken into 65 percent of the market and he credits this growth to characteristics of the game. "It's perceived by stations as an action/adventure series without the gratuitous violence associated with much of the current offerings in the syndicated market."

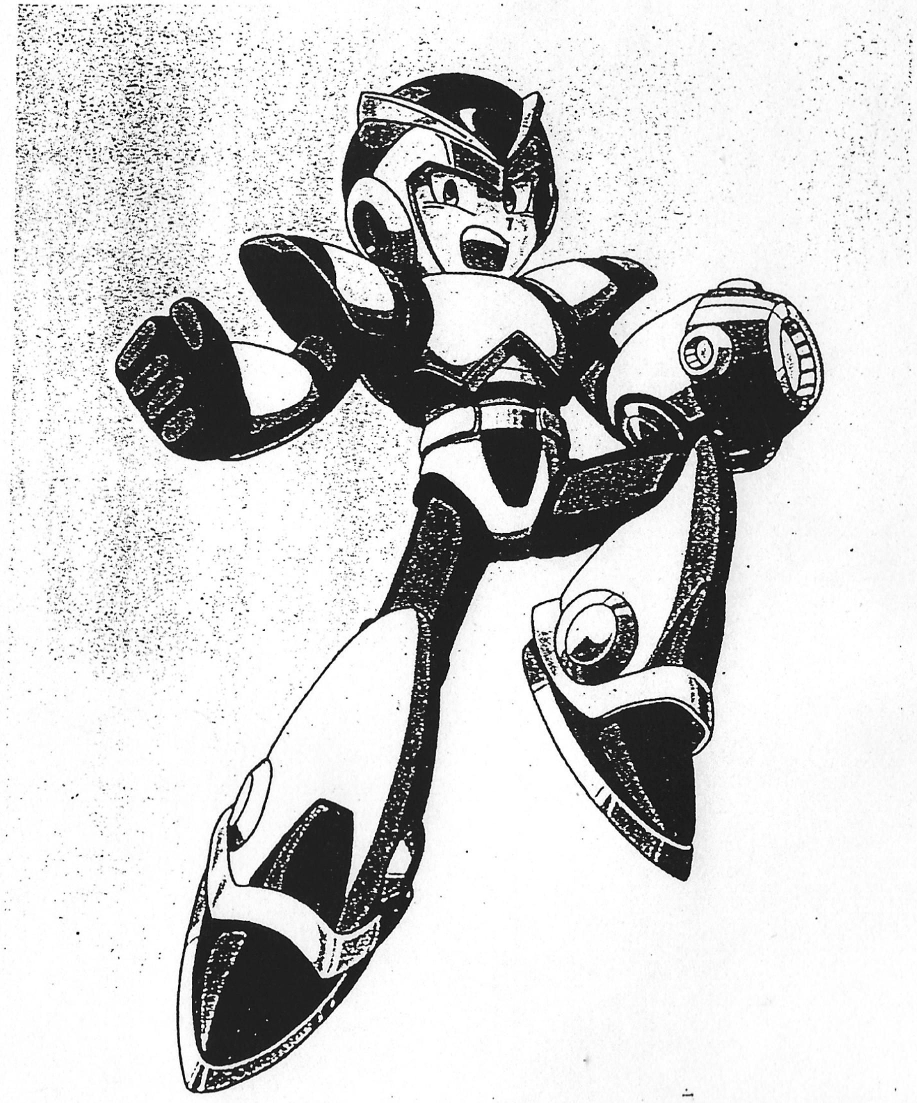
Jun Aida, director of licensing for Capcom, concurs with Kletzky. "We are convinced that the production of Mega Man has separated us from some of the other shows being offered for syndication," he says Aida praises Summit Media's handling of the project and understanding of the children's TV marketplace. "It has proved to be a valuable asset in our Mega Man strategy."

Licensing for the series has already begun to take shape. Agreements in place include Tiger Electronics, Springs Industries, Jay Franco & Sons, OSP Publishing, and Collegeville/Imagineering.

"What got me interested in Mega Man is that my kids know the game and play it a lot," says Sam Cornish, president of Collegeville/Imagineering. "It seems promising." Corinsh says he's had good relations with ELA in the past and was given first option in licensing for Mega Man.

Kletzky says demographics for Mega Man are boys ages 6 to 12, covering product categories of toys, apparel, and publishing. ELA also plans to announce international broadcast and home video partners by the time of this month's Worldwide Licensing Exposition.

ELA has also handled programs for Capcom's Street Fighter video game property. The Mega Man series is scheduled to go on the air in September. ◆



Los Angeles Times

MONDAY TECHNOLOGY SPECIAL

BUSINESS

THE CUTTING EDGE

GAMES

Resident Evil Ushers in New Set-Top Standards

By AARON CURTISS
TIMES STAFF WRITER

It would be impossible to say enough complimentary things about Capcom's Resident Evil for PlayStation. It is, quite frankly, a beautiful, sophisticated and engaging adventure that takes set-top gaming to its highest level yet.

No game on any platform even comes close to matching Resident Evil on playability or sheer technical grace. And as just the second wave of 32-bit games, Resident Evil demonstrates how much potential console units still hold.

What sets Resident Evil apart is that it defies categorization. Part mystery, part killfest, part puzzler, the game incorporates the best elements of many genres to create an experience that is both unique and universally appealing.

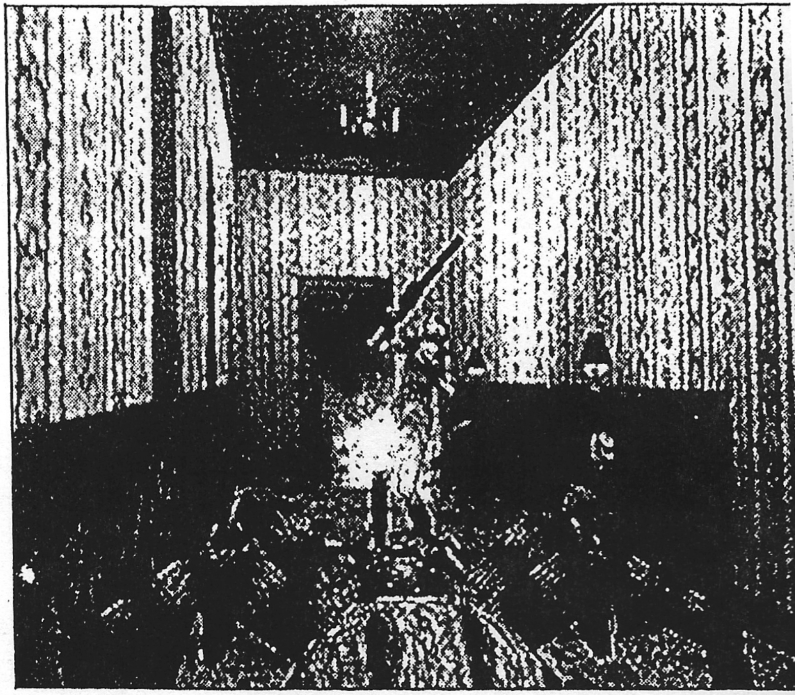
Much like Myst, Resident Evil is driven by a story that unfolds gradually and skillfully throughout the game. But Resident Evil does Myst one better by making the story change from game to game, giving it a considerably longer play life than most of the competition.

And if the story isn't enough, players are armed to the teeth. For those who found Myst a little too cerebral, Resident Evil encourages the liberal use of violence to solve problems.

The game takes place in and around a mansion somewhere in the sticks. Players assume the identity of one of two soldiers assigned to find their comrades who disappeared on an earlier mission. Depending on which soldier (Jill or Chris's) players choose, the story unfolds differently.

Both follow fairly similar lines. It doesn't take much to deduce that something is amiss in the house. There are zombies and giant spiders wandering through it. Although this sounds like fairly standard video game tripe, it comes off seamlessly in the game.

The reason is the execution. Perspectives change from scene to scene. One minute players are looking at something with a first-person perspective. The next, they see their character from behind, or above or from knee-level. The resulting effect is a cinematic adventure that builds tension more effectively than almost any other video game.



A screen shot from Capcom's set-top game Resident Evi

For instance, any player with a pulse will jump out of her or his chair in one particularly frightening sequence involving attack dogs and a stained-glass window. At times, it's easy to forget that Resident Evil is just a video game.

The game would not work, however, if the graphics weren't as perfect as they are. Rooms are fully rendered with multiple light sources to create an ambience that is as moody as Myst but considerably more fluid. The music, to
establishes a tension that fe
games even aspire to.

After many hours of play, mo
video games tend to bore. Reside
Evil demands attention and, eve
in quiet spots, refuses to be i
nored. It alone justifies the expen
of a PlayStation and shows off ju
how much power set-top gami
can have.

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